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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/685,143	10/14/2003	Jay S. Walker	02-040	4772
22927	7590	08/12/2004	EXAMINER	
WALKER DIGITAL FIVE HIGH RIDGE PARK STAMFORD, CT 06905			JONES, SCOTT E	
			ART UNIT	PAPER NUMBER
			3713	

DATE MAILED: 08/12/2004

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary	Application No. 10/685,143	Applicant(s) WALKER ET AL.	
	Examiner Scott E. Jones	Art Unit 3713	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 28 May 2004.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-44 and 55 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 1-44 and 55 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☒ The drawing(s) filed on 14 October 2003 is/are: a) ☒ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
 2. ☐ Certified copies of the priority documents have been received in Application No. _____.
 3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- | | |
|--|---|
| 1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892) | 4) <input type="checkbox"/> Interview Summary (PTO-413) |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | Paper No(s)/Mail Date. _____ |
| 3) <input checked="" type="checkbox"/> Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08) | 5) <input type="checkbox"/> Notice of Informal Patent Application (PTO-152) |
| Paper No(s)/Mail Date <u>10142003</u> . | 6) <input type="checkbox"/> Other: _____ |

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DETAILED ACTION

Election/Restrictions

1. Applicant's election without traverse of Group I in the reply filed on May 28, 2004 is acknowledged.

Claim Rejections - 35 USC § 102

2. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

(e) the invention was described in (1) an application for patent, published under section 122(b), by another filed in the United States before the invention by the applicant for patent or (2) a patent granted on an application for patent by another filed in the United States before the invention by the applicant for patent, except that an international application filed under the treaty defined in section 351(a) shall have the effects for purposes of this subsection of an application filed in the United States only if the international application designated the United States and was published under Article 21(2) of such treaty in the English language.

3. Claims 1-34 and 44 are rejected under 35 U.S.C. 102(b) as being anticipated by Raven et al. (U.S. 5,429,361).

Raven et al. discloses an information and communication system permitting communications between gaming machines and a central control system. A control unit can be used to identify special players and transmits messages to the gaming machine for display.

Raven et al. additionally discloses:

Regarding Claim 1:

- determining a message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5);

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- identifying a game machine (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5);
- determining an occurrence of a trigger condition (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5); and
- outputting the message to a player via the game machine based on the occurrence of the trigger condition (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 2:

- determining the message includes determining a status message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 3:

- determining the message includes determining an instructive message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 4:

- determining the message includes determining a communication message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6,

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Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 5:

- determining the message includes determining a promotional message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5) .

Regarding Claim 6:

- determining the message includes determining an activity-benefit offer (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 7:

- determining the message includes determining a recommendation of a feature on the game machine (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 8:

- determining a first message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5);

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- determining second message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5); and
- outputting the first message to a player via a game machine based on the second message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 9:

- determining the first message includes determining a status message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 10:

- determining the second message includes determining a status message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 11:

- determining the first message includes determining an instructive message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 12:

- determining the second message includes determining an instructive message
(Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 13:

- determining the first message includes determining a communication message
(Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 14:

- determining the second message includes determining a communication message
(Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 15:

- determining the first message includes determining a promotional message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 16:

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- determining the second message includes determining a promotional message

(Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 17:

- determining the first message includes determining an activity-benefit offer (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 18:

- determining the second message includes determining an activity-benefit offer (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 19:

- determining the first message includes determining a recommendation of a feature on the game machine (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 20:

- determining the second message includes determining a recommendation of a feature on the game machine (Abstract, Figure 2, Column 2, line 66-Column 3, line 16,

Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 21:

- determining a message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5);
- determining a gaming activity of a player (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5); and
- outputting the message to the player via a game machine based on the gaming activity of the player (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 22:

- determining the message includes determining a status message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 23:

- determining the message includes determining an instructive message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

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Regarding Claim 24:

- determining the message includes determining a communication message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 25:

- determining the message includes determining a promotional message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 26:

- determining the message includes determining an activity-benefit offer (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 27:

- determining the message includes determining a recommendation of a feature on the game machine (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 28:

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- determining a message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5);
- determining an indication from a player (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5); and
- outputting the message to the player via a game machine based on the indication from the player (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 29:

- determining the message includes determining a status message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 30:

- determining the message includes determining an instructive message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 31:

- determining the message includes determining a communication message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6,

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Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 32:

- determining the message includes determining a promotional message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 33:

- determining the message includes determining an activity-benefit offer (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 34:

- determining the message includes determining a recommendation of a feature on the game machine (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

Regarding Claim 44:

- determining a first message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5);

- outputting the first message to a player at a game machine (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5);
- determining a second message based on the first message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5); and
- outputting the second message to the player at the game machine based on the first message (Abstract, Figure 2, Column 2, line 66-Column 3, line 16, Column 5, line 15-Column 6, line 6, Column 8, lines 40-67, Column 9, lines 35-50, Column 11, lines 15-23, and Claims 1, 4, and 5).

(e) the invention was described in (1) an application for patent, published under section 122(b), by another filed in the United States before the invention by the applicant for patent or (2) a patent granted on an application for patent by another filed in the United States before the invention by the applicant for patent, except that an international application filed under the treaty defined in section 351(a) shall have the effects for purposes of this subsection of an application filed in the United States only if the international application designated the United States and was published under Article 21(2) of such treaty in the English language.

4. Claims 35-43 and 55 are rejected under 35 U.S.C. 102(e) as being anticipated by Beaulieu et al. (U.S. Pub. No. 2003/0064782).

Beaulieu et al. discloses a gaming device displaying an animated message adjacent to a game functional element such as a set of reels, set of cards, or a keno board. The game functional element can be shown on a video monitor screen. In one embodiment, a game title is displayed above the game functional element. Once the game functional element is put into play, an animated message appears to cover the game title. The animated message appears to enter the screen from behind the game functional element. Once the game functional element is

no longer in play, the animated message appears to leave the screen by descending behind the game functional element. Beaulieu et al. additionally discloses :

Regarding Claim 35:

- determining a message (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24);
- determining a representation of the message (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24); and
- outputting the representation of the message to a player at a game machine, wherein determining a representation includes selecting a representation from a plurality of representations (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24).

Regarding Claim 36:

- determining a message (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24) ;
- determining a first representation of the message and a second representation of the message (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24);
- outputting the first representation of the message to a first player at a game machine (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24); and
- outputting the second representation of the message to a second player at a game machine (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24);
- wherein determining the first representation includes selecting a representation based upon a characteristic of the first player, and wherein determining the second

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representation includes selecting a representation based upon a characteristic of the second player (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24).

Regarding Claim 37:

- the first representation is different from the second representation (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24).

Regarding Claim 38:

- determining a first representation of the message and a second representation of the message (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24);
- outputting the first representation of the message to a first player at a game machine (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24); and
- outputting the second representation of the message to a second player at a game machine (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24);
- wherein determining the first representation includes selecting a representation based upon an indication by the first player, and wherein determining the second representation includes selecting a representation based upon an indication by the second player (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24).

Regarding Claim 39:

- the first representation is different from the second representation (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24).

Regarding Claim 40:

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- determining a message to be output to a player at a game machine (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24); and
- suppressing output of the message, wherein suppressing output of the message includes delaying output of the message until a trigger condition is satisfied (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24).

Regarding Claim 41:

- identifying a message in a database of messages (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24);
- identifying a game machine from among a plurality of game machines (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24);
- determining an occurrence of a trigger condition (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24); and
- displaying the identified message in a partition on the identified game machine based on the occurrence of the trigger condition, wherein the partition is a video screen (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24).

Regarding Claim 42:

- the video screen partition includes a pop-up window (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24).

Regarding Claim 43:

- the video screen partition includes at least one of a header, a footer, and a sidebar (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24).

Regarding Claim 55:

- determining an occurrence of a trigger condition (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24);
- identifying a message in a database of messages based on the trigger condition (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24);
- identifying a game machine from among a plurality of game machines based on the message (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24);
- suppressing output of the message until a second trigger condition is satisfied (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24); and
- displaying the identified message in a partition on the identified game machine upon satisfaction of the second trigger condition, wherein the partition is a pop-up window, and wherein the identified message includes a feature recommendation (Abstract, Figures 4-15, Paragraphs 5,8-10, 50, 52-54, 60, and Claims 1-24).

Conclusion

5. The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

- Falciglia '849, Wiltshire et al. '602, Vazquez, Jr. et al. '053, Haney et al. '446, Jones '554, Muir '769, Walker et al. '781, Weiss '730, Bittner et al. '033, and Sidley '527 disclose gaming devices that display messages to game players.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Scott E. Jones whose telephone number is (703) 308-7133. The examiner can normally be reached on Monday - Thursday, 6:30 A.M. - 5:00 P.M..

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Teresa Walberg can be reached on (703) 308-1327. The fax phone number for the organization where this application or proceeding is assigned is 703-872-9306.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

Scott E. Jones
Examiner
Art Unit 3713

sej

A handwritten signature in black ink, appearing to read "Scott E. Jones", written in a cursive style.